

GSSF Range Officer Guide

Thank you for volunteering as a range officer! We appreciate your support of the GLOCK Sport Shooting Foundation! The following is a guide that includes information you should know and important safety rules. The information is directly from the Volume I, of The GLOCK Report. Please read the current Volume I for complete information on GSSF matches. Reference to specific Volume I rules is listed after each item.

Role: To safely assist competitors through courses of fire, provide range commands, control sign in procedures, score competitors and to enforce firearms safety rules for GSSF and the host club organization.

First and foremost, it is imperative that each range officer understands and follows basic firearms safety. Failure to follow these rules will result in disqualification.

Safety Rules

- 1. Handle all firearms as if they were loaded.**
- 2. Always keep the firearm pointed in a safe direction.**
- 3. Keep your finger out of the firearm's trigger guard and off the trigger until you have aligned the firearm's sights on a safe target and you have made the decision to fire.**
- 4. Always be certain that your target and the surrounding area are safe before firing.**
- 5. Whenever you handle a firearm, the first thing you should do (while keeping it pointed in a safe direction with your finger outside the trigger guard) is to determine whether or not the firearm is loaded. If the firearm is a semi-automatic pistol first check to see that no magazine is inserted in the magazine well. Secondly, open the action and check that no round is loaded in the firing chamber.**
- 6. Thoroughly read the instruction manual supplied with your firearm.**
- 7. Before firing your firearm, you should routinely make sure your firearm is in good working order and the barrel is clear of dirt and obstructions.**
- 8. Use only ammunition recommended by the firearm manufacturer, and always be certain the ammunition matches the caliber of your firearm.**
- 9. Always wear quality ear and eye protection when shooting or observing shooting.**
- 10. Never use firearms while under the influence of drugs or alcohol.**

- 11. Store all firearms unloaded and secured in a safe storage case, inaccessible to children and untrained adults.**
- 12. Federal, state and local laws regulate the transportation of firearms. Always transport your firearms in a safe, unloaded condition and in accordance with applicable laws.**

Competitors who are not able to safely handle and fire a GLOCK firearm will not be allowed to compete in GSSF matches. In the case that a competitor is unable to compete safely, as determined by the range officers and Range Master, the competitor will be refunded their entries at the match. Range officers should report such competitors to the Range Master. (20.40)

Eye and Ear Protection:

Everyone must wear eye and ear protection at GSSF matches (glasses and ear plugs/muffs). Please ask any participants and spectators who do not have eye and ear protection to go to Registration for assistance. (20.50)

Drugs and Alcohol:

At no time will anyone under the influence of drugs or alcohol be allowed at a GSSF match. Range officers should report such competitors to the Range Master. (20.60)

Negligent Discharge:

A negligent discharge is unsafe and will result in disqualification. In the case a competitor has a negligent discharge that is deemed unsafe, please call the Range Master immediately. (20.90)

Unsportsmanlike Conduct:

It is GSSF's mission to ensure all have a safe and fun time at GSSF matches. At no time will the GSSF staff, range officers and Range Master tolerate gross, unsportsmanlike conduct by anyone attending GSSF matches. Anyone acting in such a manner will be required to leave the range. Range officers should report such competitors to the Range Master. (20.80)



Match Procedures and Information

Brass:

GSSF matches are "lost brass" matches. Do not allow competitors to pick up their brass (50.50)

Calibration:

Calibration of steel will be performed by the Range Master. If steel does not fall when hit, calibration can be requested. If the steel falls when calibrated, the competitor will be assessed a miss penalty. (160.10)

Cold Ranges:

GSSF matches are conducted as "cold" ranges. No participants, including law enforcement officers and civilians with concealed carry permits, may carry loaded firearms. As a basic safety precaution we require that all GSSF competitors refrain from handling their firearms any more than is absolutely necessary to compete in the match.

Firearms can only be handled when:

1. Under range officer supervision (usually, on the firing line itself while no one is downrange of you).
2. With the GLOCK Armorer.
3. In a designated Safety Zone.

Eye and Ear Protection:

Ensure all competitors are wearing eye and ear protection.

Pasting and Setting Steel:

Ask competitors who are not "up" or "on deck" to assist with taping targets and setting steel. Inform competitors the order in which targets will be scored in order to reduce reshoots through taping mistakes.

Reshoots:

Competitors can be granted reshoots for malfunctions only when using factory ammunition (meeting SAAMI specifications) and only after an inspection by the GSSF Armorer/Range Master.

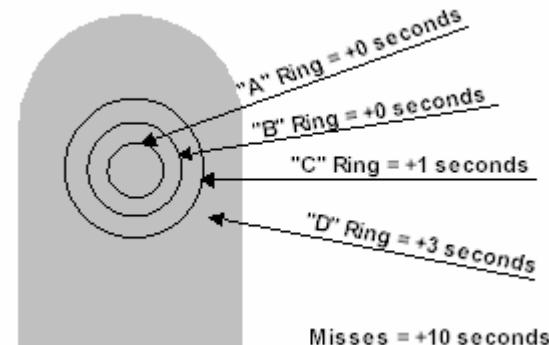
Reshoots will **NOT** be allowed for competitors failing to load enough rounds, failing to seat the magazine, bumping the slide stop lever, or light hits from poorly reloaded ammunition, etc. Questions should be directed to the Range Master.

Range officers can issue reshoots for range equipment failure, scoring errors or other non-shooting related, range problems.
(160.40)

Safety Zones:

Safety zones are the only areas where it is safe to handle firearms without range officer supervision. Absolutely no ammunition is to be handled in the safety zone. If you see ammunition handled in the safety zone, correct this immediately upon discovery.

Scoring:



The chief range officer will call out the scores to the scorekeeping range officer. Be sure to have the competitor review his/her scores upon completion of the scoring. Ensure that all hits/misses for each target match the total listed on the scoresheet.

Sign-in Sheet Procedure:

Be sure all spectators and competitors are wearing adequate eye and ear protection.

Do not distribute scoresheets until creating a squad of up to 8 priority based entries.

Make sure competitor legibly prints info onto the sign-in sheet. Competitors are to mark the "Squad" space next to their name only when staying at the stage location and waiting for their turn to shoot.

Create a squad of up to 8 priority based entries who placed a mark near their name.

After a squad is near complete and down to the final one or two entries, create a new squad. Start again from the earliest sign-in and work your way down based on who is present. This is determined by looking at who has a mark near their name.

Earlier sign-in times do not gain preference over a squadded competitor. All competitors must place a mark near their name and wait at the stage location for the next squad period.

Cross off the competitors name with a single straight line after establishing the squad. This will let everyone know if a particular person has completed the course of fire or not.

Distribute scoresheets ONLY to the competitors who have been squadded. The competitors will place their labels onto the scoresheets. Arrange the scoresheets in the correct order and have the squad (or range personnel) hand them to the scorekeeper.

If any problems occur, call the GSSF Range Master.

Note: Due to range conditions, some variations to the sign in procedure may be made. The GSSF Range Master will provide appropriate instructions.

Range officers may be placed at or near the top of the shooting order upon their request. This will allow them to finish competing as soon as possible and get back to manning their stage.

Target Replacement:

Targets will be replaced at the discretion of the range officers and Range Master when scoring rings on D-1 targets cannot be defined and shots cannot be accurately scored. (150.30)

Unsafe Ammunition:

If the range officer feels that the ammunition a competitor is using is unsafe or if the competitor has a "squib" load (round potentially lodged in the barrel, sometime occurs after "pop" noise instead of normal pistol fire) stop the competitor and contact the range master immediately. The competitor may be allowed to continue if other, safe ammunition can be used. This determination will be made by the range master. No reshoot will be granted.

Weather:

In the case of severe weather, GSSF will suspend or cancel competition. Contact the Range Master immediately if you have any questions.

In the case of wet weather, targets may be covered with see-through plastic bags in order to keep GSSF matches running. Only the Range Master will decide if and when targets will be covered or "bagged" and "unbagged." (150.40)

Range Commands

Read and understand the course of fire procedure for the stage you are working. Ask the Range Master if there are any questions.

Be sure that all targets are pasted and steel is reset before issuing range commands.

Always be certain the range is clear and all participants and spectators are wearing eye/ear protection.

"Load and Make Ready"

Allow the competitor to take a sight picture only before loading their GLOCK. When loaded, direct the competitor to take the ready position (elbows touching ribcage, muzzle parallel to ground or below) and resume range commands.

"Are you ready?"

Do not ask the competitor to "nod" when ready. Assume they are ready when they have assumed the start position.

"Stand by..." (use a 1-3 second delay before activating start buzzer on timer) *Buzzer will sound and competitor will commence string of fire.*

Keep your eyes on the GLOCK pistol, **NOT** the targets. Pay attention to the competitor's muzzle direction and trigger finger. Ensure the trigger finger is out of the trigger guard when competitor assumes "low ready."

"If you are finished, unload and show clear."

Have the competitor remove the magazine and show you an empty chamber. Inspect the chamber and magazine well to ensure the firearm is clear.

After confirming an unloaded firearm and the pistol is pointed at the berm ask, "If gun is clear, slide forward."

Have the competitor bring the slide forward.

"Pull the trigger."

Have the competitor pull the trigger.

For competitors with holsters:

"Lock the slide to the rear and holster."

For competitors with bags/GLOCK boxes:

"Place the firearm in the GLOCK Box or bag"

Make certain that all firearms are safely secured before going downrange.

Note: The slide does not have to be locked to the rear in a GLOCK box or bag.

GSSF Divisions

Ensure that each competitor is shooting with the appropriate equipment in each division. If there is a question to whether a competitor's firearm is stock, have the competitor report to the GLOCK Armorer/Range Master. (170.00)

Division	Models Allowed	Notes
Amateur Civilian	17, 19, 20, 21, 22, 23, 26, 27, 29, 30, 31, 32, 33, 37, 38	See below for junior competitors
Amateur Guardian	17, 19, 20, 21, 22, 23, 26, 27, 29, 30, 31, 32, 33, 37, 38	Law Enforcement, Firefighters, Paramedics, Military
Amateur Subcompact	26, 27, 29, 30, 33, 39	
Amateur/Master MajorSub	29, 30, 36, 39	Different procedure ***
Amateur Competition	17, 19, 20, 21, 22, 23, 26, 27, 29, 30, 31, 32, 33, 34, 35, 37, 38 Any C or L Model	
Master Unlimited	All models except for G36	
Master Stock	17, 19, 20, 21, 22, 23, 26, 27, 29, 30, 31, 32, 33, 37, 38	

Junior Exception:

Juniors competing in Amateur Civilian may also use "C" stock GLOCK compensated and "L" Longslide models.

***** Major Sub Procedure:**

Competitors are limited to load a total of 7 rounds per string of fire. Paper targets require only one scoring hit instead of 2. Please note that competitors can shoot both the G29 and G30 in MajorSub and Amateur Subcompact.

Competitors may compete in any of the above divisions they are eligible only once per match.

Individual Roles

Sign-In Sheet RO

Refer to 2005 Volume 1 GLOCK Report for complete rules and procedures

Be sure all spectators and competitors are wearing adequate eye and ear protection.

Do not distribute scoresheets until creating a squad of up to 8 priority based entries.

Make sure competitor legibly prints info onto the sign-in sheet. Competitors are to mark the "Squad" space next to their name only when staying at the stage location and waiting for their turn to shoot.

Create a squad of up to 8 priority based entries who placed a mark near their name.

After a squad is near complete and down to the final one or two entries, create a new squad. Start again from the earliest sign-in and work your way down based on who is present. This is determined by looking at who has a mark near their name.

Earlier sign-in times do not gain preference over a squadded competitor. All competitors must place a mark near their name and wait at the stage location for the next squad period.

Cross off the competitors name with a single straight line after establishing the squad. This will let everyone know if a particular person has completed the course of fire or not.

Distribute scoresheets ONLY to the competitors who have been squadded. The competitors will place their labels onto the scoresheets. Arrange the scoresheets in the correct order and have the squad (or range personnel) hand them to the scorekeeper.

If any problems occur, call the GSSF Range Master.

Scorekeeping RO

Refer to 2005 Volume 1 GLOCK Report for complete rules and procedures

Be sure all spectators and competitors are wearing adequate eye and ear protection.

Greet the squad and take the scoresheets in the order arranged by the Sign-In Range Officer.

Call out the shooting order and remind the “on deck” competitor to be ready when scoring is complete. They may handle all equipment, except for their firearms.

Regularly ask for help pasting targets and re-setting steel from those not “up” or “on deck”.

It's up to the competitors how long they wish to wait for their turn to shoot. The more assistance the Range Officers have, the faster each person will get to shoot.

Inspect competitors' pistol to be sure it matches entry label on scoresheet. If illegal parts are being used, move to Master Unlimited and notify the Range Master. Changes to scoresheet must be reported to Registration.

Range Officer will give range commands to the competitor.

Watch competitor engage D-1's and steel targets. Only 2 shots per string (1 for MajorSub) are allowed on D-1 targets. Steel may be engaged until it falls. Only one pepper popper may be scored per string. If more than one pepper popper is shot down during the same string, it will be recorded as a miss for the next string(s).

Record steel hits, string times and repeat the time given by the Chief Range Officer.

After the final string of fire is complete, double check with the range officer to be certain range is safe. Proceed downrange with shooter.

Repeat hits as they are called by Chief Range Officer.

Have competitor stay with you as targets are scored.

If it appears the bullet diameter touches or breaks the line, give the competitor the higher score.

Be sure competitor agrees with your scoring as you pass each target. Once target is pasted, it's too late to change the score. No exceptions. If there's a question, pull the target and show Range Master.

Ask competitor to initial scoresheet and hand them the bottom copy. If they do not sign the scoresheet without any objections, it will be accepted as is.

Unsigned scoresheets with objections will be handled by the Range Master.

Retain the original scoresheet until being collected by the match staff.

If any problems occur, call the GSSF Range Master.

Chief Range Officer

Refer to 2005 Volume 1 GLOCK Report for complete rules and procedures

Be sure all spectators and competitors are wearing adequate eye and ear protection.

Be sure all targets are pasted, steel is reset and range is clear before the “Load and make ready command”.

Ask competitor if they understand the course of fire and if they want a sight picture.

“If gun is clear, slide down, pull trigger and lock slide back.”

Once competitor is satisfied, direct the competitor to “Load and make ready”.

Direct the competitor to take the ready position (elbows touching ribcage, muzzle parallel to ground or below) and resume range commands.

Ask shooter “Are you ready?”

Do not ask them to “nod when ready”. If they do not respond, move onto next command.

Give "Standby" command once shooter indicates they are ready.

Wait 1-3 seconds before activating timer/buzzer. Stay on the competitor's strong hand side and position timer slightly behind shoulder.

Keep your eyes on the pistol. Not on the targets.

The scorekeeper will verify targets were engaged in the correct manner.

After the competitor completes the CoF, say "*If you are finished, unload and show clear*".

After confirming an unloaded firearm and the pistol is pointed at the berm, ask

Competitors wishing to place pistol in a range bag/GLOCK box may do so after the "pull trigger" command.

Make certain that all pistols are safely secured before going downrange.

Look for 6 hits (3 for MajorSub) on the D-1 targets. Then begin calling the score. Any shot on or touching edge of scoring ring earn the higher score. Any shot that touches the edge of a D-1 target is scored as a "D" hit.

If there are too many hits due to a target not being pasted you must reshoot the competitor's entire entry. This does not apply if there are two different caliber holes and you can determine which shots belong to the competitor you are scoring.

If a competitor fired extra shots on a D-1, award the best hits and one procedural per extra shot fired.

If any problems occur, call the GSSF Range Master.

COURSES OF FIRE

Five to GLOCK

START POSITION: Standing on the centerline of the target array, facing downrange in the "ready" position. (Firearm held in hands with muzzle pointed into berm, no higher than parallel to the ground or lower with competitor's elbows touching rib cage. Finger(s) must be outside the firearm's trigger guard.)

STAGE PROCEDURE

3 Strings of Fire:

At the signal, engage each target with only 2 rounds each, in any order. No stacking allowed.

MAJOR SUB

3 Strings of Fire:

At the signal, engage each target with only 1 round each, in any order.

Competitor will be allowed to load a maximum of 7 rounds per string. Best 3 hits will be scored per target

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub.

SETUP NOTES: Establish a centerline on the range and a start position. Set targets at appropriate distances from the start position and centerline.

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.

Note: Distances between targets are measured from the centerline to the inside edge on D-1 targets

RO NOTES:

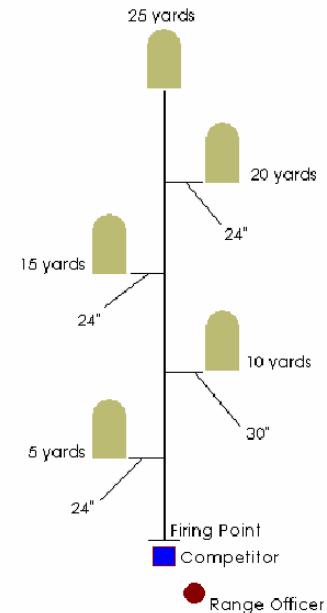
Hits must only touch the scoring line to be scored the higher hit value. Benefit of the doubt is awarded to the competitor.

Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub. Competitors will be assessed extra shot penalties for each extra shot fired. Competitors will not be assessed extra hit penalties for any extra hits on a target. Only the extra shot penalty will apply.

Re-shoots can be awarded to the competitor in the case of range equipment malfunction or failure. Re-shoots will only be awarded to competitors who have malfunctions when they are approved by Range Master and/or GLOCK Armorer.

When competitors complete the course of fire, have them unload and show clear. All firearms must be secured in a GLOCK box, bag or suitable container before anyone is allowed downrange. Firearms secured in holsters will have the slide locked to the rear.

GLOCK SCORING	
SCORING:	30 scored rounds maximum
TARGETS:	5, NRA D-1 Targets
SCORED HITS:	Best 6 Hits per target (3 for MajorSub)
A/B hit:	0 seconds
C hit:	+1 seconds
D hit:	+3 seconds
START-STOP:	Audible - Last shot
PENALTIES:	Procedural: +10 seconds Extra shot: +10 seconds Miss: + 10 seconds



GLOCK'M

START POSITION: Standing on the centerline of the target array, facing downrange in the "ready" position. (Firearm held in hands with muzzle pointed into berm, no higher than parallel to the ground or lower with competitor's elbows touching rib cage. Finger(s) must be outside the firearm's trigger guard.)

STAGE PROCEDURE

3 Strings of Fire:

At the signal, engage each D-1 target with only 2 rounds each, in any order and only one pepper popper of the competitor's choice. (Only one scored pepper popper per string.) No stacking allowed on D-1 targets. You may take extra shots on pepper poppers only without penalty.

MAJOR SUB

3 Strings of Fire:

At the signal, engage each D-1 target with only 1 round each, in any order and only one pepper popper of the competitor's choice.

Competitor will be allowed to load a maximum of 7 rounds per string. Best 3 hits will be scored per D-1 target.

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub.

SETUP NOTES: Establish a centerline on the range and a start position. Set targets at appropriate distances from the start position and centerline.

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.

RO NOTES:

Hits must only touch the scoring line to be scored the higher hit value. Benefit of the doubt is awarded to the competitor.

Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub. Competitors will be assessed extra shot penalties for each extra shot fired on D-1 targets. Competitors will not be assessed extra hit penalties for any extra hits on a target. Only the extra shot penalty will apply.

In the case where a competitor fires at more than one pepper popper on a given string, the competitor will be assessed a miss for each popper that fails when hit except for the appropriate one scored popper per string. No procedural penalties will be assessed.

Re-shoots can be awarded to the competitor in the case of range equipment malfunction or failure. Re-shoots will only be awarded to competitors who have malfunctions when they are approved by Range Master and/or GLOCK Armorer.

When competitors complete the course of fire, have them unload and show clear. All firearms must be secured in a GLOCK box, bag or suitable container before anyone is allowed downrange. Firearms secured in holsters will have the slide locked to the rear.

GLOCK SCORING

SCORING: 27 scored rounds

TARGETS: 4, NRA D-1 Targets

3 Steel Pepper Poppers

SCORED HITS: Best 6 Hits per target

(3 for MajorSub)

A/B hit: 0 seconds

C hit: +1 seconds

D hit: +3 seconds

Steel must fall to score*

START-STOP: Audible - Last shot

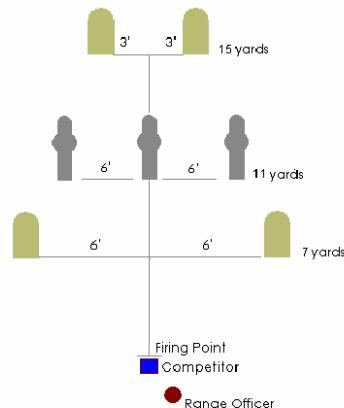
PENALTIES: Procedural: +10 seconds

Extra shot (paper only): +10 seconds

Miss: +10 seconds

*Ring & Paint Mode. Center popper is set to not fall. This popper is engaged in each string. Steel is scored when hit. This method may be used as an option at some match locations at the discretion of the GSSF Range Master.

Note: Distances between targets are measured from the centerline to the inside edge on D-1 targets. Steel targets are measured from the centerline to the center of the popper.



GLOCK The Plates

START POSITION: Standing on the centerline of the target array, facing downrange in the "ready" position. (Firearm held in hands with muzzle pointed into berm, no higher than parallel to the ground or lower with competitor's elbows touching rib cage. Finger(s) must be outside the firearm's trigger guard.)

STAGE PROCEDURE

4 Strings of Fire:

At the signal, engage six (6) steel plates in any order.

MAJOR SUB

At the signal, engage six (6) steel plates in any order. Competitor will be allowed to load a maximum of 7 rounds per string.

GLOCK SCORING

SCORING: 24 scored rounds

TARGETS: 6, 8" Round Steel Plates

SCORED HITS: Steel must fall to score

START-STOP: Audible - Last shot

PENALTIES: Procedural: +10 seconds

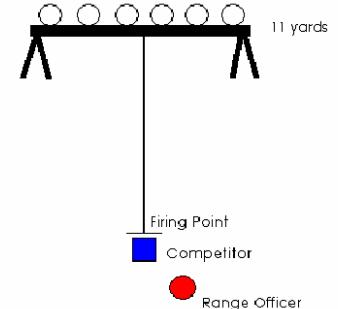
Miss: +10 seconds

Note: Miss penalties are only applied when steel is left standing upon completion of a single string of fire.

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub.

SETUP NOTES: Establish a centerline on the range and a start position.

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.



RO NOTES:

Re-shoots can be awarded to the competitor in the case of range equipment malfunction or failure. Re-shoots will only be awarded to competitors who have malfunctions when they are approved by Range Master and/or GLOCK Armorer.

When competitors complete the course of fire, have them unload and show clear. All firearms must be secured in a GLOCK box, bag or suitable container before anyone is allowed downrange. Firearms secured in holsters will have the slide locked to the rear.



GLOCK'M (PAPER option)

START POSITION: Standing on the centerline of the target array, facing downrange in the "ready" position. (Firearm held in hands with muzzle pointed into berm, no higher than parallel to the ground or lower with competitor's elbows touching rib cage. Finger(s) must be outside the firearm's trigger guard.)

STAGE PROCEDURE

3 Strings of Fire:

At the signal, engage targets 1, 2, 4, and 5 with only 2 rounds each and target 3 with one round only in any order. Target 3 is the inverted, center target. No stacking allowed.

MAJOR SUB

3 Strings of Fire:

At the signal, engage targets 1-5 with only 1 round each, in any order. No stacking allowed.

Competitor will be allowed to load a maximum of 7 rounds per string. Best 3 hits will be scored per D-1 target

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub.

SETUP NOTES: Establish a centerline on the range and a start position. Set targets at appropriate distances from the start position and centerline.

Ensure target 3, center target is inverted (upside-down).

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.

Note: Distances between targets are measured from the centerline to the inside edge on D-1 targets

RO NOTES

Hits must only touch the scoring line to be scored the higher hit value. Benefit of the doubt is awarded to the competitor.

Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub. Competitors will be assessed extra shot penalties for each extra shot fired on D-1 targets. Competitors will not be assessed extra hit penalties for any extra hits on a target. Only the extra shot penalty will apply.

Re-shoots can be awarded to the competitor in the case of range equipment malfunction or failure. Re-shoots will only be awarded to competitors who have malfunctions when they are approved by Range Master and/or GLOCK Armorer.

When competitors complete the course of fire, have them unload and show clear. All firearms must be secured in a GLOCK box, bag or suitable container before anyone is allowed downrange. Firearms secured in holsters will have the slide locked to the rear.

GLOCK SCORING

SCORING: 27 scored rounds

TARGETS: 5, NRA D-1 Targets

SCORED HITS Targets 1,2,4 &5:

Best 6 Hits per target

(3 for MajorSub)

A/B hit: 0 seconds

C hit: +1 seconds

D hit: +3 seconds

SCORED HITS Target 3:

Any A, B, C or D Hit (+0 seconds)

START-STOP: Audible - Last shot

PENALTIES: Procedural: +10 seconds

Extra shot (paper only): +10 seconds

Miss: +10 seconds

Note: Scoring for target 3 will be either a hit or miss.



GLOCK the Plates (PAPER option)

START POSITION: Standing on the centerline of the target array, facing downrange in the "ready" position. (Firearm held in hands with muzzle pointed into berm, no higher than parallel to the ground or lower with competitor's elbows touching rib cage. Finger(s) must be outside the firearm's trigger guard.)

STAGE PROCEDURE

4 Strings of Fire:

At the signal, engage each of six (6) D-1 targets in any order with one round only. No stacking allowed.

All firearms may be loaded to division capacity.

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub.

GLOCK SCORING

SCORING: 24 scored rounds

TARGETS: 6, NRA D-1 Targets

SCORED HITS: Any A, B, or C hit (0 seconds)

START-STOP: Audible - Last shot

PENALTIES: Procedural: +10 seconds

Extra Shot: +10 seconds

Miss: +10 seconds

Note: Scoring for center target will be either a hit or miss.
Touching on or inside "C" ring = hit
Not touching and outside "C" ring = miss

Procedurals will be issued for any extra shots over the allowed 6 rounds per string.

SETUP NOTES: Establish a centerline on the range and a start position. Set targets at appropriate distances from the start position and centerline. (See diagram.)

Targets are set one (1) foot edge to edge. Targets 1, 3 and 5 are set on an even plane. Targets 2, 4 and 6 are set 15 inches lower than targets 1, 3 and 5.

Note: Firing point is at the center of the target array.

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.

RO NOTES

Hits must only touch the scoring line to be scored the higher hit value. Benefit of the doubt is awarded to the competitor.

Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub. Competitors will be assessed extra shot penalties for each extra shot fired on D-1 targets. Competitors will not be assessed extra hit penalties for any extra hits on a target. Only the extra shot penalty will apply.

Re-shoots can be awarded to the competitor in the case of range equipment malfunction or failure. Re-shoots will only be awarded to competitors who have malfunctions when they are approved by Range Master and/or GLOCK Armorer.

When competitors complete the course of fire, have them unload and show clear. All firearms must be secured in a GLOCK box, bag or suitable container before anyone is allowed downrange. Firearms secured in holsters will have the slide locked to the rear.

